



Microsoft

70-536-CSharp

TS-MS.NET Framework 2.0-Application Develop Foundation

Explanation:

Debug.WriteLineIf() will conditionally write the "Test Unsuccessful", it will not interrupt execution of the application.

A an Assert will stop execution of the application in debug mode if the condition is not met.

C & D could be used but they execute in the release configurations

QUESTION: 150

You work as the application developer at Troytec.com. You are working on an application named Troytec App10. Troytec App10 must be configured to use role-based security and authentication. You must develop the code segment which will result in the runtime assigning an unauthenticated principal object to each running thread. Choose the code segment which will accomplish the task.

- A. AppDomain domain = AppDomain.CurrentDomain;
domain.SetPrincipalPolicy(PrincipalPolicy.WindowsPrincipal);
- B. AppDomain domain = AppDomain.CurrentDomain; domain.SetThreadPrincipal(new WindowsPrincipal(null));
- C. AppDomain domain = AppDomain.CurrentDomain; domain.SetAppDomainPolicy(PolicyLevel.CreateAppDomainLevel());
- D. AppDomain domain = AppDomain.CurrentDomain; domain.SetPrincipalPolicy(PrincipalPolicy.UnauthenticatedPrincipal);

Answer: D**Explanation:**

Setting the PrincipalPolicy for the AppDomain to UnauthenticatedPrincipal will default the Principal for each thread to an unauthenticated principal.

A sets the policy to WindowsPrincipal, threads will have their principal set according the windows account that they are running as.

B SetThreadPrincipal() does not set the default policy for all new threads. Also a WindowsPrincipal is used instead of UnauthenticatedPrincipal.

C SetAppDomainPolicy is used to set the security policy level for the domain.

QUESTION: 151

You work as the application developer at Troytec.com. You are developing an application named Troytec App12. You must the write multicast delegate that accepts a DateTime argument. Choose the code segment which will accomplish the task.

- A. public delegate int PowerDeviceOn(bool result, DateTime autoPowerOff);
- B. public delegate bool PowerDeviceOn(object sender, EventArgs autoPowerOff);
- C. public delegate void PowerDeviceOn(DateTime autoPowerOff);

D. public delegate bool PowerDeviceOn(DateTime autoPowerOff);

Answer: C

Explanation:

A & B the delegates do not accept an argument of type DateTime

D The question does not explicitly mention a return type. Also with multicasting only the return value of the last method called as part of a multicast chain is returned. Hence return values do not tend to be very useful as far as multicasting is concerned.

QUESTION: 152

You work as the application developer at Troytec.com. You create a new class named User. The User class contains this code segment:

```
public class User {  
    string userId, userName, jobTitleName;  
    public string GetName() { return userName;  
    }  
    public string GetTitle() { return jobTitleName;  
    }
```

You want to expose the User class to COM in a type library. You also want the COM interface to facilitate forward-compatibility across new versions of the User class. What should you do to achieve your goal in these circumstances?

- A. Include this attribute with the class definition: [ClassInterface(ClassInterfaceType.None)]public class User {
- B. Include this attribute with the class definition: [ClassInterface(ClassInterfaceType.AutoDual)]public class User {
- C. Include this attribute with the class definition: [ComVisible(true)]public class User {
- D. Specify the interface for the User class and then add this attribute with the class definition: [ClassInterface(ClassInterfaceType.None)]public class User : IUser {

Answer: D

QUESTION: 153

You work as the application developer at Troytec.com. You have been tasked with writing a multicast delegate that accepts a DateTime argument, and then returns a Boolean value. Which code segment should you use to accomplish the task?

- A. public delegate int PowerDeviceOn(bool, DateTime);
- B. public delegate bool PowerDeviceOn(Object, EventArgs);
- C. public delegate void PowerDeviceOn(DateTime);
- D. public delegate bool PowerDeviceOn(DateTime);

Answer: D

Explanation:

A & C does not return a type Bool
B does not accept a parameter of type DateTime

QUESTION: 154

You work as the application developer at Troytec.com. You must write a code segment that includes an undo buffer function. You want the undo function to store data modifications, but it must only allow the storage of strings. You want the undo function to undo the most recently performed data modifications first. Which code segment should you use to achieve your goal?

- A. Use: Stack<string> undoBuffer = new Stack<string>();
- B. Use: Stack undoBuffer = new Stack();
- C. Use: Queue<string> undoBuffer = new Queue<string>();
- D. Use: Queue undoBuffer = new Queue();

Answer: A

Explanation:

A Stack caters for a last in first out scenario similar to what is required in an undo buffer. By using Generics you can force a strongly typed collection that takes strings only. B is not strongly typed for strings, it will take any type of object. C & D Queue is a First in First out collection, it is not appropriate in this instance.

QUESTION: 155

You work as the application developer at Troytec.com. You write the definition for a class named Vehicle by defining the following code segment:

```

public class Vehicle {
    [XmlAttribute(AttributeName = "category")]
    public string vehicleType;
    public string model;
    [XmlIgnore]
    public int year;
    [XmlElement(ElementName = "mileage")]
    public int miles;
    public ConditionType condition;
    public Vehicle() {
    }
    public enum ConditionType {
        [XmlEnum("Poor")] BelowAverage,
        [XmlEnum("Good")] Average,
        [XmlEnum("Excellent")] AboveAverage
    }
}

```

You next create an instance of the Vehicle class, and add the following data in the defined fields of the class instance:

Member	Value
vehicle Type	car
model	racer
year	2002
miles	15000
condition	AboveAverage

You must now identify the XML block that is generated when the Vehicle class instance is serialized. Choose the XML block that signifies the output of serializing the Vehicle class instance.

A. <?xml version="1.0" encoding="utf-8"?>
<Vehicle
 xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
 xmlns:xsd="http://www.w3.org/2001/XMLSchema"" vehicleType="car">
 <model>racer</model>
 <miles>15000</miles>
 <condition>AboveAverage</condition>
 </Vehicle>

B. <?xml version="1.0" encoding="utf-8"?>
<Vehicle
 xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
 xmlns:xsd="http://www.w3.org/2001/XMLSchema" category="car">
 <model>racer</model>
 <mileage>15000</mileage>
 <condition>Excellent</condition>
 </Vehicle>

```

C. <?xml version="1.0" encoding="utf-8"?>
<Vehicle
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:xsd="http://www.w3.org/2001/XMLSchema" category="car">
<model>racer</model>
<mileage>15000</mileage>
<conditionType>Excellent</conditionType>
</Vehicle>
D. <?xml version="1.0" encoding="utf-8"?>
<Vehicle
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xmlns:xsd="http://www.w3.org/2001/XMLSchema">
<category>car</category>
<model>racer</model>
<mileage>15000</mileage>
<condition>Excellent</condition>
</Vehicle>

```

Answer: B

Explanation:

The XML produced in B matches the class definition provided in the question. Category is declared to be an attribute of the Vehicle element, this is not the case in answer A and D. During XML Serialization by default the user type variables are mapped to XML elements. In the case of answer C, the type itself has been mapped instead of the instance variable.

QUESTION: 156

You work as the application developer at Troytec.com. You create a code segment which will implement the class named Troytec Class1. The code segment is shown here:

```

MyMethod function. public class Troytec Class1 {
  public int MyMethod(int arg) {
    return arg;
  }
}

```

You want the Troytec Class1.MyMethod function to be dynamically called from a separate class within the assembly. Choose the code segment which you should use to accomplish the task.

```

A. Troytec Class1 myClass = new TroytecClass1();
Type t = typeof( Troytec Class1);
MethodInfo m = t.GetMethod("MyMethod");

```

```

int i = (int)m.Invoke(this, new object[] { 1 });
B. Troytec Class1 myClass = new Troytec Class1();
Type t = typeof( Troytec Class1);
MethodInfo m = t.GetMethod("MyMethod");
int i = (int) m.Invoke(myClass, new object[] { 1 });
C. Troytec Class1 myClass = new Troytec Class1();
Type t = typeof( TroytecClass1);
MethodInfo m = t.GetMethod(" Troytec Class1.MyMethod");
int i = (int)m.Invoke(myClass, new object[] { 1 });
D. Type t = Type.GetType(" Troytec Class1");
MethodInfo m = t.GetMethod("MyMethod");
int i = (int)m.Invoke(this, new object[] { 1 });

```

Answer: B

Explanation:

Use reflection to get MethodInfo object that corresponds to the MyMethod member function. Call the Invoke() method of MethodInfo A & D the Invoke method requires the object that the method will fire upon if its an instance method. myClass should have been passed. C the getMethod() does not require the classname .

QUESTION: 157

You work as the application developer at Troytec.com. You are working on a component which serializes the Meeting class instances. The definition of the Meeting class is as follows:

```

public class Meeting { private string title; public int roomNumber;
public string[] invitees; public Interview(){
}
public Interview (string t){
title = t;
} }

```

You configure the following procedure for your component: Meeting myMeeting = new Meeting("Objectives");
myMeeting.roomNumber=20;
string[] attendees = new string[2]{"Amy", "Ally"};
myMeeting.invitees = attendees;
XmlSerializer xs = new XmlSerializer(typeof(Meeting));
StreamWriter writer = new StreamWriter(@"C:\Meeting.xml");
xs.Serialize(writer, myMeeting);
writer.Close();

You want to find out which XML block will be written to the C:\Meeting.xml file when the procedure is executed. Choose the XML block that shows which content will be written to the C:\Meeting.xml file?

A. <?xml version="1.0" encoding="utf-8"?>
<Meeting xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
<title>Objectives</title>
<roomNumber>20</roomNumber>
<invitee>Amy</invitee>
<invitee>Ally</invitee>
</Meeting>

B. <?xml version="1.0" encoding="utf-8"?>
<Meeting xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
<roomNumber>20</roomNumber>
<invitees>
<string>Amy</string>
<string>Ally</string>
</invitees>
</Meeting>

C. <?xml version="1.0" encoding="utf-8"?>
<Meeting xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" title="Objectives">
<roomNumber>20</roomNumber>
<invitees>
<string>Amy</string>
<string>Ally</string>
</invitees>
</Meeting>

D. <?xml version="1.0" encoding="utf-8"?>
<Meeting xmlns:xsd="http://www.w3.org/2001/XMLSchema"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance">
<roomNumber>20</roomNumber>
<invitees>
<string>Amy</string>
</invitees>
<invitees>
<string>Ally</string>
</invitees>
</Meeting>

Answer: B

Explanation:

A & C show title member in the XML. Title is a private member hence will not be serialized to XML.

D Shows multiple Invitees. There is only one object of type Invitees in the class definition.

QUESTION: 158

You work as the application developer at Troytec.com. You want to modify the current security settings of a file named Troytec Data.xml, as follows:

1. You must preserve all existing inherited access rules.
2. You must prevent the access rules from inheriting future modifications

Choose the code segment which will accomplish the task.

A. FileSecurity security = new FileSecurity(" Troytec data.xml", AccessControlSections.All);
security.SetAccessRuleProtection(true, true);
File.SetAccessControl(" Troytec data.xml", security);

B. FileSecurity security = new FileSecurity(); security.SetAccessRuleProtection(true, true);
File.SetAccessControl(" Troytec data.xml", security);

C. FileSecurity security = File.GetAccessControl(" Troytec data.xml");
security.SetAccessRuleProtection(true, true);

D. FileSecurity security = File.GetAccessControl(" Troytec data.xml");
security.SetAuditRuleProtection(true, true); File.SetAccessControl(" Troytec data.xml", security);

Answer: A

Explanation:

Retrieve the full access control list for the file, prevent access rules from inheriting in the future by calling Security.SetAccessRuleProtection(). Finally call File.SetAccessControl() to apply the amended FileSecurity to the file.

B does not preserve the existing access rules. It overwrites them.

C does not apply the amended FileSecurity object back to the file.

D FileSecurity.SetAuditRuleProtection() is used for controlling audit rules not access rules.

QUESTION: 159

You work as the application developer at Troytec.com. You want to modify a method that returns an ArrayList named Troytec AL. You want to write a code segment which will

result in all changes made to Troytec AL being performed in a thread-safe way. Choose the code segment which will accomplish the task.

- A. ArrayList Troytecal = new ArrayList();
lock (Troytec al.SyncRoot){
return Troytec al;
}
- B. ArrayList Troytec al = new ArrayList();
lock (Troytec al.SyncRoot.GetType()){ return Troytec al;
}
- C. ArrayList Troytec al = new ArrayList();
Monitor.Enter(Troytec al);
Monitor.Exit(Troytec al);
return Troytec al;
- D. ArrayList Troytec al = new ArrayList();
ArrayList sync_ Troytec al = ArrayList.Synchronized(Troytec al);
return sync_ Troytec al;

Answer: D

Explanation:

A & C the lock will be released when the method returns.
B Does not lock the arraylist but attempts to lock its type.

QUESTION: 160

You work as the application developer at Troytec.com. You want to test a new method that examines running processes. Your method is configured to return an ArrayList that reveals the name and full path of each module loaded by a running process named C:\Troytec Apps\Process5. Choose the code segment that will show each module loaded by the specific running process?

- A. ArrayList ar = new ArrayList();
Process[] procs;
ProcessModuleCollection modules;
procs = Process.GetProcesses(@"Process5");
if (procs.Length > 0) {modules = procs[0].Modules; foreach (ProcessModule mod in modules) { ar.Add(mod.ModuleName);
}}
- B. ArrayList ar = new ArrayList();
Process[] procs; ProcessModuleCollection modules;

```

procs = Process.GetProcesses(@"C:\ Troytec Apps\Process5.exe");
if (procs.Length > 0) {
    modules = procs[0].Modules;
    foreach (ProcessModule mod in modules) {
        ar.Add(mod.ModuleName);
    }
}
C. ArrayList ar = new ArrayList();
Process[] procs;
ProcessModuleCollection modules;
procs = Process.GetProcessesByName(@"Process5");
if (procs.Length > 0) {
    modules = procs[0].Modules;
    foreach (ProcessModule mod in modules) {
        ar.Add(mod.FileName);
    }
}
D. ArrayList ar = new ArrayList(); Process[] procs;
ProcessModuleCollection modules;
procs = Process.GetProcessesByName(@"C:\ Troytec Apps\Process5.exe");
if (procs.Length > 0) {
    modules = procs[0].Modules;
    foreach (ProcessModule mod in modules) {
        ar.Add(mod.FileName);
    }
}

```

Answer: C

Explanation:

Process.GetProcessesByName() should be used to return all the processes that match a process name. The modules collection exposes all the modules loaded by the process and can be added to an ArrayList.

A & B GetProcesses() accepts a computer name for retrieving the processes on a remote computer. GetProcessesByName() should be used to return processes by their name.

D the path of the process is not part of the process name.

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